	Characterisation		Shakespeare's themes and conflicts
Macbeth	nitially brave and courageous; plagued by self-doubt and indecision; becomes a ruthless,	Ambition	Ambition motivates M to commit terrible deeds; ambition is the tragic hero's hamartia - his 'fatal flaw'; Lady
	calculating killer. Obsession with ambition destroys his noble characteristics. Cynical and world-		Macbeth persuades M by appealing to his ambition; Banquo shows ambition can be balanced by morals and
	weary at the end of the play.		reason. Shakespeare warns against the corrosive power of unchecked ambition.
	Macbeth's wife; drives his ambition in the beginning, but loses her control by the end. Devious,	Fate vs free will	M first line 'so foul and fair a day' hints that Witches already in control; Witches use prophecies to determine
	cunning and morally ambiguous. Unconventional and rebellious. Ruthlessly ambitious. Rejects		Macbeth's future and eventual downfall; Macbeth fails to 'cheat' fate by having B killed. Ambition and LM also
	conventional femininity and maternal instincts.		affect Macbeth's free will. M is controlled by prophecies - Banquo is not.
	Macbeth's close friend and ally who also receives prophecies. Perceptive and cautious – does not		· · · · · · · · · · · · · · · · · · ·
-	mmediately believe prophecies. Brave, noble and wise. Initially a moral contrast/counterpoint	Power &	From 'valiant' & 'brave 'warrior to 'tyrant' & 'butcher.' When the crown is taken wrongfully, the country
	out corruptible?	corruption	suffers. M and L M's journey
Duncan	King of Scotland at the beginning of the play; strong and respected leader. Trusting and nurturing	Appearance &	The deception and beguiling shown by the Macbeths in A1; dissembling behaviour; the 'movement' of Birnam
	towards his nobles.	reality	Wood; M and LM hide true intentions from Duncan in A1; Witches' riddles/language: 'Fair is foul' to deceive
Malcolm	Duncan's oldest son and next in line to the throne. Joins the English army to defeat Macbeth at		and confuse.
	the end of the play. Honest and wise. Becomes a strong leader.	The supernatural vs	Appear at the start to set the tone/to suggest their influence over events; shown to have evil intent and evil
The Three	Supernatural beings who predict events in the play; mysterious and ambiguous; gruesome and	the natural order	ways; the Witches' prophecies drive the action of the play; hallucinations (dagger, ghost, blood).
Witches	evil; disturbing and unsettling presence on stage; unnatural; symbolic of disruption of the natural		
	order.	Good vs evil	Duncan acknowledged as a 'good' King.; Malcolm is a fair and good leader (the rightful one); M and L M –
Macduff	Thane of Fife; honest, sincere and loyal; determined to avenge his family's slaughter; represents		imagery associated with evil; M transforms from 'noble' and respected in A1 to a 'dead butcher' in A5; evil
(Macbeth's	goodness and hope; ends Macbeth's tyranny and restores natural order at end.		represented by Witches; LM loses her femininity to be more cruel /ruthless.
£ - *1)			
	Literary techniques and methods	Loyalty vs betraya	
Tragedy	Macbeth is a tragedy and the character of Macbeth is a tragic hero, a man who began nobly		M and L M's betrayal leads to their demise; loyalty shown to different things.
	but is driven to his downfall by a fatal flaw (hamartia - ambition) and is defeated at the	Peace vs violence	Battle, at start; contains murders of men, women, and children, ends with suicide of LM, a climactic siege &
	hands of his nemesis (Macduff).		buttle, at start, contains maracis of men, women, and emarch, chas with suicide of Ew, a chinactic siege a
Symbolism	<b>blood</b> /bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil;		the beheading of Macbeth. An important lesson about violence: every violent act, even those done for
Symbolism	<pre>blood/bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil; sleep = innocence, purity and peace of mind; the natural world = correct order of things -</pre>		
	<pre>blood/bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil; sleep = innocence, purity and peace of mind; the natural world = correct order of things - animals rebel when things are not right, milk</pre>		the beheading of Macbeth. An important lesson about violence: every violent act, even those done for selfless reasons, seems to lead inevitably to the next – "blood will have blood"
Symbolism Dramatic irony	blood/bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil;sleep = innocence, purity and peace of mind; the natural world = correct order of things - animals rebel when things are not right, milkWhen the audience knows information the characters do not. E.g. Macbeth orders Banquo		the beheading of Macbeth. An important lesson about violence: every violent act, even those done for selfless reasons, seems to lead inevitably to the next – "blood will have blood" Jacobean Context
	<pre>blood/bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil; sleep = innocence, purity and peace of mind; the natural world = correct order of things - animals rebel when things are not right, milk</pre>	Divine Right J.	the beheading of Macbeth. An important lesson about violence: every violent act, even those done for selfless reasons, seems to lead inevitably to the next – "blood will have blood"  Jacobean Context acobeans believed that God had chosen the King and was His representative on earth. To kill a king was considered
	<ul> <li>blood/bloody hands = guilt ; light and dark (e.g. murder committed at night) = good and evil;</li> <li>sleep = innocence, purity and peace of mind; the natural world = correct order of things - animals rebel when things are not right, milk</li> <li>When the audience knows information the characters do not. E.g. Macbeth orders Banquo murdered and then sees his ghost at the banquet.</li> <li>Unnatural events are usually echoed by unnatural weather. E.g. thunder and lightning at the</li> </ul>	Divine Right Ja and regicide a	the beheading of Macbeth. An important lesson about violence: every violent act, even those done for selfless reasons, seems to lead inevitably to the next – "blood will have blood"
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## Macbeth essential vocab KO

Supernatural – forces people believe exist although they are impossible according to scientific laws

Ambiguous- unclear or confusing because it can be understood in more than one way

Prophecy- prediction, forecast

Patriarchal- a society in which men have most or all of the power or importance

Contemporary – modern, relates to the present time

Conventional – behaviour or opinions that are ordinary and normal, relating to a present time

Courageous/ noble/ honourable – brave / admirable and good/ respected

Indecisive – finding it difficult to make a decision

Ambition – to want to achieve something very much

Tragedy – a story which ends in a sad event, often the death of the main character

Regicide – the act of killing a king

Legitimate – acceptable according to the law, lawful, real, true

Manipulate/coerce – skilfully force or persuade people to do something they aren't sure about

Cunning – to achieve things in a clever way, often deceiving others

Emasculate - to weaken someone, making them ineffective

Exploit – to use a situation to gain advantage of someone, misuse, abuse

Hubristic – arrogant, extremely proud, vain (Lady Macbeth exploited Macbeth's hubris)

Usurper – someone who takes another persons title or position when they have no right to

to dissemble (dissemblance) – when people dissemble they hide their true emotions or feelings – act, pretend

Tyrant – someone who treats people they have authority over in a cruel way – tyrannical - bully

Ruthless – someone who will doing anything harsh and cruel to achieve what they want

Futile – if something is futile, there's no point in doing it because there's no chance of success, pointless

Corruption - to be dishonest or do illegal things in exchange or power or money

World-weary – a person who no longer feels excited about anything